

Sebastian

CHARACTER NAME
Paladin 2
CLASS

PLAYER NAME
Human
RACE

MEDIUM / 5 ft.
SIZE / FACE

DEITY
6' 2"
HEIGHT

None
REGION

184 lbs.
WEIGHT

Lawful Good
ALIGNMENT

Normal
VISION

2 / 2
Character Level / CR

1250 / 3000
EXP / NEXT LEVEL

21
AGE

Male
GENDER

EYES

HAIR

POINTS

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR
Strength

18

+4

DEX
Dexterity

9

-1

CON
Constitution

14

+2

INT
Intelligence

7

-2

WIS
Wisdom

15

+2

CHA
Charisma

16

+3

HP
hit points

22

AC
armor class

17

17

9

10

8

0

-1

0

0

0

0

0

0

0

0

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

INITIATIVE
modifier

+3

-1

+4

BASE ATTACK
bonus

+2

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLECTION

DODGE

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

FORTITUDE
(constitution)

+8

+3

+2

+0

+3

+0

REFLEX
(dexterity)

+2

+0

-1

+0

+3

+0

WILL
(wisdom)

+5

+0

+2

+0

+3

+0

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

MELEE
attack bonus

+6

+2

+4

+0

+0

+0

RANGED
attack bonus

+1

+2

-1

+0

+0

+0

GRAPPLE
attack bonus

+6

+2

+4

+0

+0

+0

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

*Masterwork Sword (Bastard)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+8

1d10+6

Armor Spikes

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6

1d6+4

Special Properties

deals extra piercing damage on a successful grapple attack

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+6

1d4+4

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+1

-1

-3

-5

-7

Dam

1d4+4

1d4+4

1d4+4

1d4+4

1d4+4

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Full Plate

Heavy

+8

+1

-6

35

Shield, Heavy Metal

Heavy

+2

-2

15

LAY ON HANDS

HP per day

TOTAL SKILLPOINTS: 5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

-2

= -2

✓ Balance

DEX

-7

= -1

+ -6

✓ Bluff

CHA

3

= 3

✓ Climb

STR

-2

= 4

+ -6

✓ Concentration

CON

2

= 2

✓ Craft (Untrained)

INT

-2

= -2

✓ Diplomacy

CHA

5

= 3

+ 2

✓ Disguise

CHA

3

= 3

✓ Escape Artist

DEX

-7

= -1

+ -6

✓ Forgery

INT

-2

= -2

✓ Gather Information

CHA

3

= 3

Handle Animal

CHA

4

= 3

+ 1

✓ Heal

WIS

5

= 2

+ 1

+ 2

✓ Hide

DEX

-7

= -1

+ -6

✓ Intimidate

CHA

3

= 3

✓ Jump

STR

-8

= 4

+ -12

✓ Listen

WIS

2

= 2

✓ Move Silently

DEX

-7

= -1

+ -6

✓ Ride

DEX

-1

= -1

✓ Search

INT

-2

= -2

✓ Sense Motive

WIS

3

= 2

+ 1

✓ Spot

WIS

2

= 2

✓ Survival

WIS

2

= 2

✓ Swim

STR

-8

= 4

+ -12

✓ Use Rope

DEX

-1

= -1

=

+

+

=

+

+

✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.

Masterwork Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
(Composite)		Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +2		Damage: 1d8		
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.	
TH	+2	+0	-2	-4	-6	
Dam	1d8	1d8	1d8	1d8	1d8	
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.	
TH	-8	-10	-12	-14	-16	
Dam	1d8	1d8	1d8	1d8	1d8	

Shieldbash (Heavy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+6		1d4+4			
Special Properties	Shieldbash attacks are considered to be offhanded attacks				

Unarmed Strike		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d3+4				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Sword (Bastard)	Equipped	1	6.0	335.0	
Full Plate	Equipped	1	50.0	1500.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
Arrows (50)	Equipped	1	7.5	2.5	
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Backpack	Equipped	1	2.0	2.0	
0 lbs.					
Healer's Kit	Equipped	1	1.0	50.0	
□□□□□ □□□□□					
Pouch (Belt)	Equipped	2	0.5	1.0	(2.0)
0 lbs.			(1.0)		
Armor Spikes	Carried	1	0.0	0.0	
deals extra piercing damage on a successful grapple attack					
Dagger	Carried	1	1.0	2.0	
Masterwork Longbow (Composite)	Carried	1	3.0	400.0	
0 lbs.					
Shield, Heavy Metal	Carried	1	15.0	20.0	
Shieldbash (Heavy)	Carried	1	0.0	0.0	
Shieldbash attacks are considered to be offhanded attacks					
Unarmed Strike	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			86.5	2313.5	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

LANGUAGES	
Common	

Special Attacks	
Smite Evil (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+3 with one normal melee attack for +2 extra damage 1/day	

Special Qualities	
Aura of Good (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Moderate	
Detect Evil (Sp)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
At will, a paladin can use detect evil, as the spell.	
Divine Grace (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Human Skill Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Humans gain 1 extra skill point per level.	
Lay on Hands (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.	

Feats	
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.	
Weapon Focus (Sword (Bastard))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
Martial Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You understand how to use all types of martial weapons in combat.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

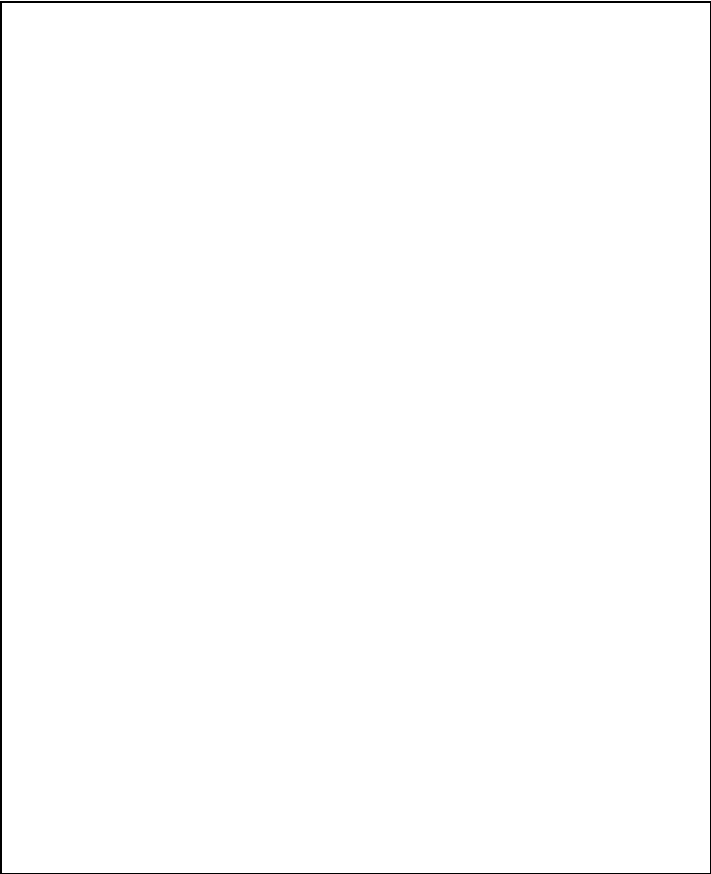
Class Spell-like Abilities

Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Evil		1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
School: Divination		SR: No	Target: Cone-shaped emanation			Caster Level:2	
Effect: Reveals creatures, spells, or objects of selected alignment.			* =Domain/Specialty Spell				

Class Spell-like Abilities

At Will Detect Evil (DC:)

Sebastian



Human
RACE
21
AGE
Male
GENDER
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 2"
HEIGHT
184 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: